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SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.

1. Use up and down control pad to move arrow and select game of your choice.
2. Press start.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

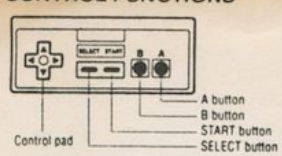
- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

PIPEMANIA — INSTRUCTIONS

INTRODUCTION

Great game of challenge and strategy. The idea is to repair the underground pipes and keep the waterstream going.
A sequential selection of pipes is available at the bottom of the screen and you may place the next available pipe at the most appropriate place (on professional mode two batches of pipes are available).
The first barrier can only be passed as you connect at least 40 pipes. As you pass each barrier, one more pipe will be added. After 3 barriers, you are entering the points section where you are able to rotate the pipes and connect them by using **A+B BUTTON** so as to gain higher points.
If you reach or exceed the normal points, you just press **A BUTTON** to accelerate the waterstream. You can also press the **SELECT BUTTON** to enter a different floor of pipes (3 floors available) so that the game becomes more flexible to play.

CONTROL FUNCTIONS



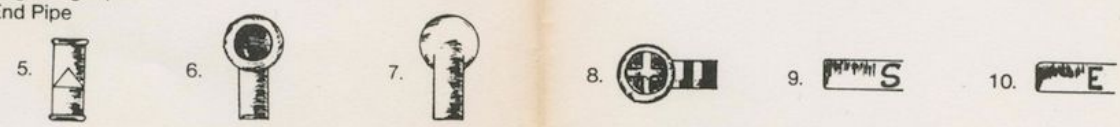
CONTROL PAD	-	Moving the position of the pipes to be connected
A BUTTON	-	Acceleration of waterstreams
B BUTTON	-	Connecting pipes
A+B BUTTON	-	Selecting pipes from the right frame (For professional mode only)
START BUTTON	-	Starts game and pause
SELECT BUTTON	-	Select different layers of water pipes

When signing your name, use Control Pad to choose letters, press **A BUTTON** to finish signing and **B BUTTON** to repeat. (You must score more than 1000 points before you can sign your name).

GETTING STARTED: SELECT MODE

OPTION:	**LEVEL:**	**B.G.M.** (Background Music)
One player	Practice (no score)	My teacher
Two players	Normal	Great Race
Professional	Hard	Routine Lie

Make your selection using Control Pad, then enter using **B BUTTON.** Press **START.** The computer picks at random the starting floor, this is shown at bottom left corner of screen. You should start joining pipes from point **S (START).** Use Control Pad to place pipe into position, then press **B BUTTON** to enter.
Each correct pipe you place that allows the waterstream to flow, gives you 20 points and you can get 200 points when water comes through the storage pipe and point pipes. You can also get 200 points when water comes through the cross pipe twice. Any failure of water coming through pipes or pipes being bombed out will cause deduction of 20 points.

TYPES OF PIPES AND POINTS

1. Normal Pipe - 20 points
2. Cross Pipe - 200 points (water flows horizontally and vertically)
3. Storage Pipe - 200 points (also used to slow down waterstream)
4. Points Pipe - 200 points
5. One Way Pipe - 20 points
6. Up Pipe - use to go to floor up
7. Down Pipe - use to go to floor down
8. Exit Pipe - join to this pipe when you are on the next floor
9. Beginning Pipe
10. End Pipe